



SailawayNMEA

SailawayNMEA generates a NMEA feed from the SimGame 'Sailaway'.

Links

- * Source: [Github Repository](#)
- * Releases: [Github Releases](#)
- * Forum: [SailawayNMEA Plugin Thread](#)

Aim

To use OpenCPN as a chart display for the Sailaway multiplayer SimGame.

Requirements

OpenCPN 5.0.0 and above.

SailawayNMEA

This plugin was inspired by and used a lot of code ideas from the OpenSource C# program 'SailawayToNMEA' created by Daniel López Lacalle:

<https://github.com/expilu/sailaway-api-to-nmea>

Sailaway:

<https://sailaway.world>

Sailaway is a SimGame player that can be installed on Windows and OSX, or via Wine on Linux. It connects to a multiplayer sailing simulator/game on the Internet. Highly realistic. Over 9000 players so far. The basic edition is free!

SailawayNMEA uses the API offered by 'Sailaway' to provide a JSON feed from that program to OpenCPN.

The JSON is then read and the NMEA sentences produced fed to OpenCPN.

An Internet connection is needed to load the boat data and provide the feed.

After registering, playing and without running the Sailaway game you have 7 days where you can still obtain a feed, which could be useful for testing NMEA work.

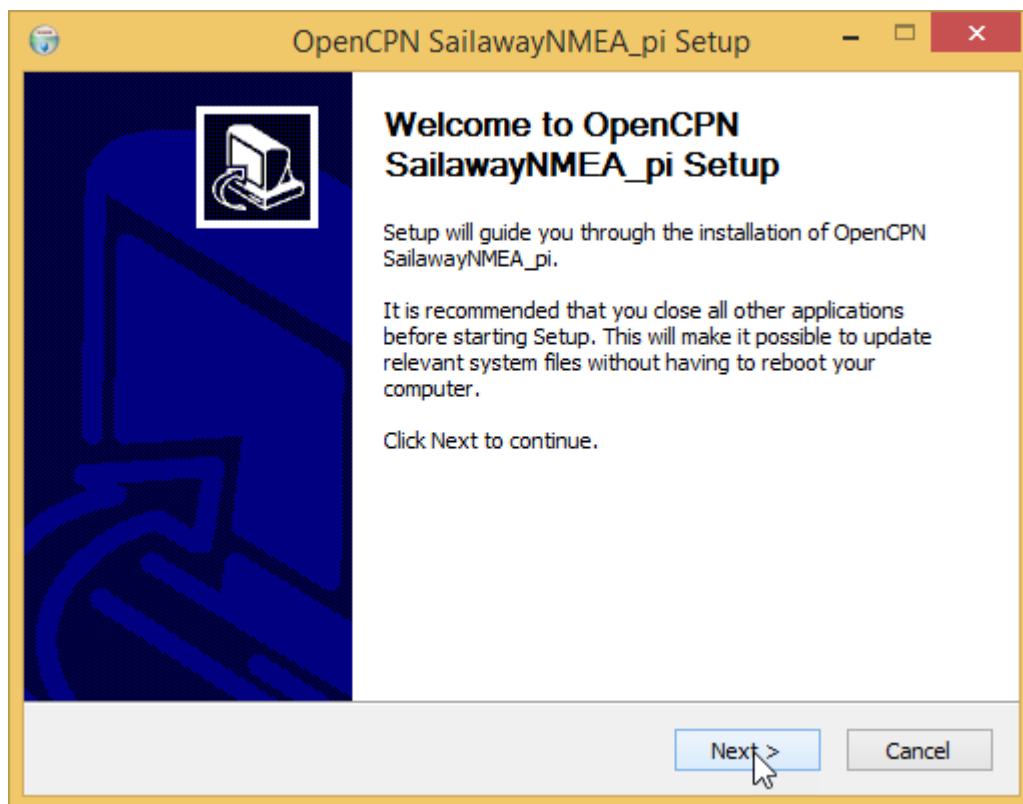
Important:

You need to have registered with Sailaway, chosen a boat and started sailing to provide a feed to OpenCPN.

It is best to start sailing at minimum speed! Registration gives you a user name which is used to load the boats you are sailing.

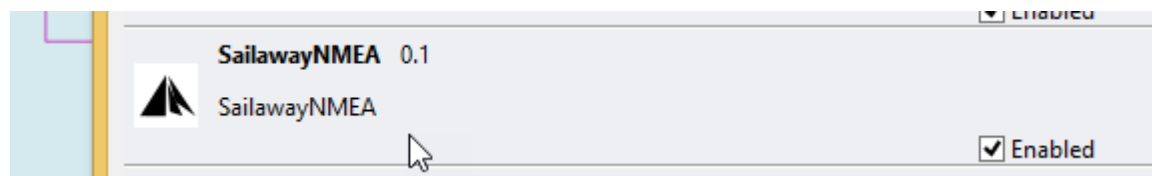
Install

The OpenCPN program should be closed before starting the installation. Double-click on the installer '.exe' file.

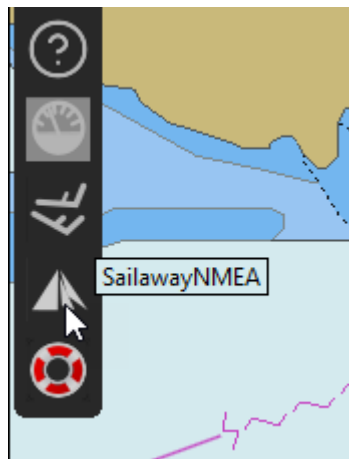


Follow the steps and finish installing.

Start OpenCPN and select Options→Plugins from the toolbar. Enable the SailawayNMEA plugin.

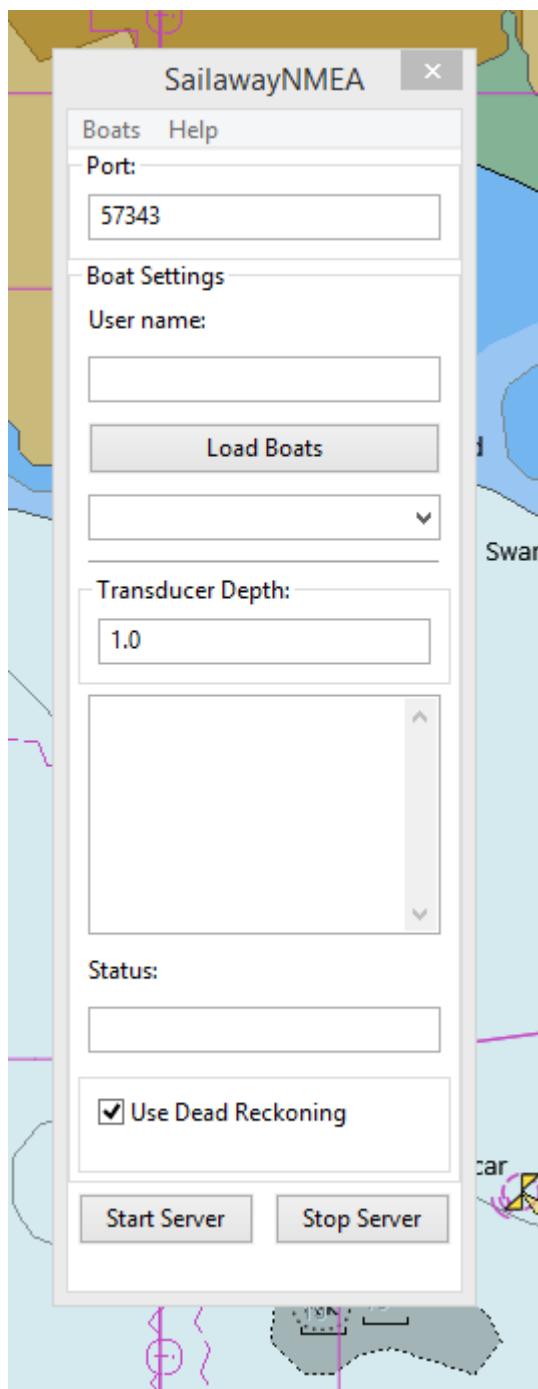


This will place the Sailaway button on the toolbar.



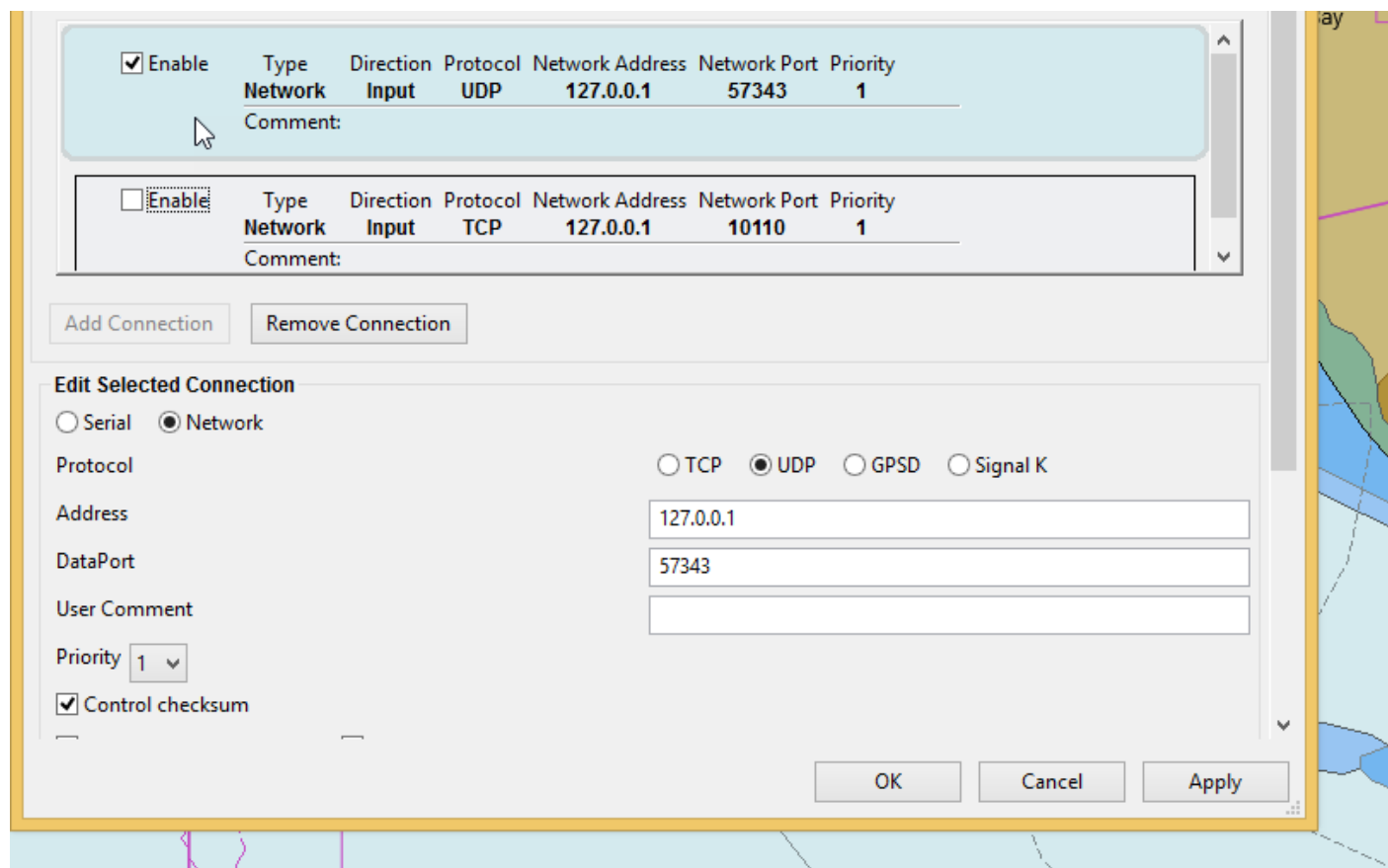
Using the plugin

Click the plugin button and the dialog will open.



The plugin uses UDP to feed the data to OpenCPN. The connection to the Sailaway server is via TCP/IP.

Default ports are 57343 for UDP and 10110 for TCP/IP. Set them up as shown here:



The screenshot displays the SailawayNMEA application interface. At the top, there is a list of connections with columns: Enable, Type, Direction, Protocol, Network Address, Network Port, and Priority. The first connection is enabled (checked), Network, Input, UDP, 127.0.0.1, 57343, and Priority 1. The second connection is disabled (unchecked), Network, Input, TCP, 127.0.0.1, 10110, and Priority 1. Below the list are buttons for 'Add Connection' and 'Remove Connection'. The 'Edit Selected Connection' dialog box is open, showing options for Serial or Network (Network is selected), Protocol (TCP, UDP, GPSD, or Signal K; UDP is selected), Address (127.0.0.1), DataPort (57343), User Comment (empty), Priority (1), and a checked 'Control checksum' option. At the bottom right of the dialog are 'OK', 'Cancel', and 'Apply' buttons.

Enable	Type	Direction	Protocol	Network Address	Network Port	Priority
<input checked="" type="checkbox"/>	Network	Input	UDP	127.0.0.1	57343	1
<input type="checkbox"/>	Network	Input	TCP	127.0.0.1	10110	1

Edit Selected Connection

☐ Serial ☒ Network

Protocol: ☐ TCP ☒ UDP ☐ GPSD ☐ Signal K

Address: 127.0.0.1

DataPort: 57343

User Comment:

Priority: 1

☒ Control checksum

OK Cancel Apply

Enter your user name. Press 'Enter' or the button 'Load Boats' to download the boats you have chosen in Sailaway from the server.

SailawayNMEA

Boats Help

Port:

57343

Boat Settings

User name:

bats

Load Boats

Puffin

Puffin

Kamish

My boats

My boat

Status:

Boats for this user are found

☒ Use Dead Reckoning

Start Server Stop Server

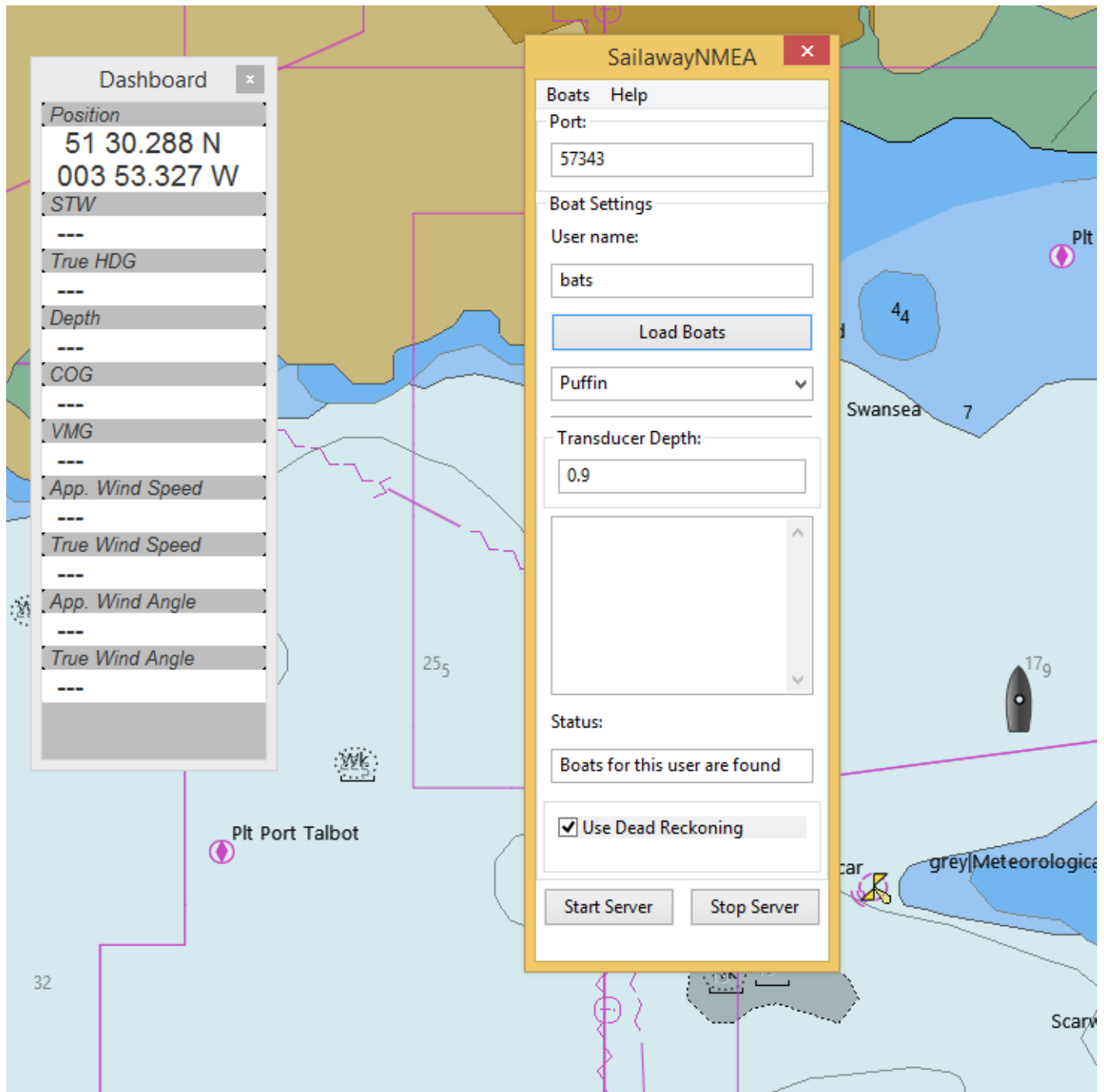
Status:

Boats for this user are found

☒ Use Dead Reckoning

Start Server Stop Server

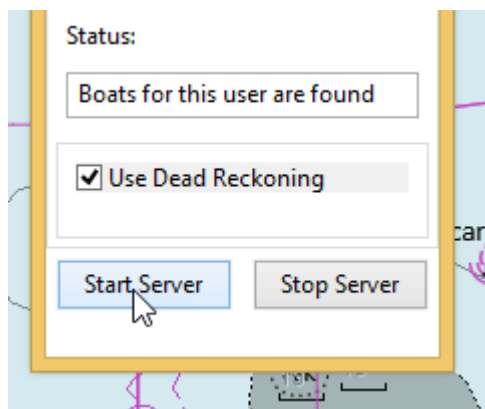
It is useful to open Dashboard to see the data.



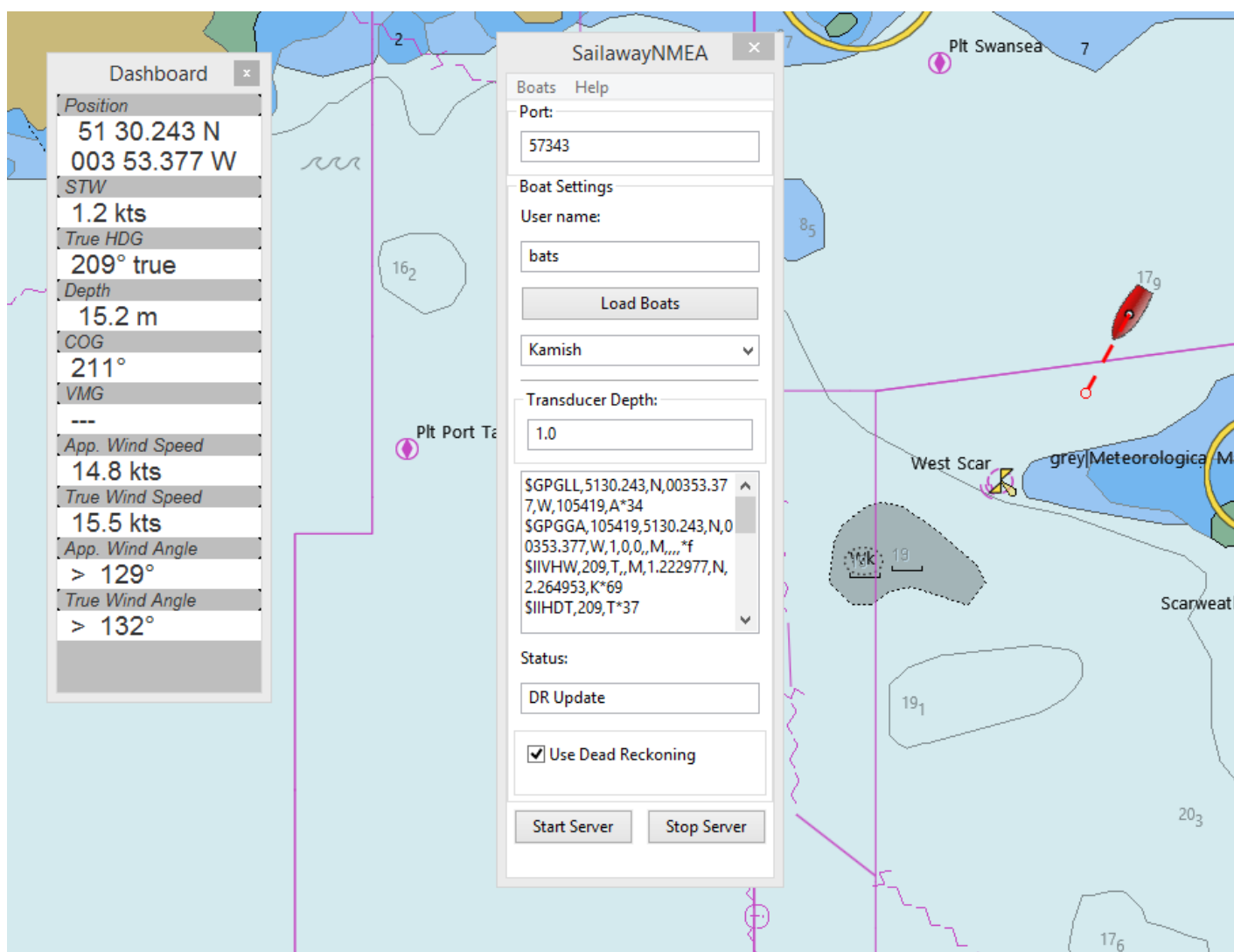
To avoid creating excessive load on the Sailaway server the sailing data is only downloaded every 10 minutes. This is at the request of the developer of Sailaway.

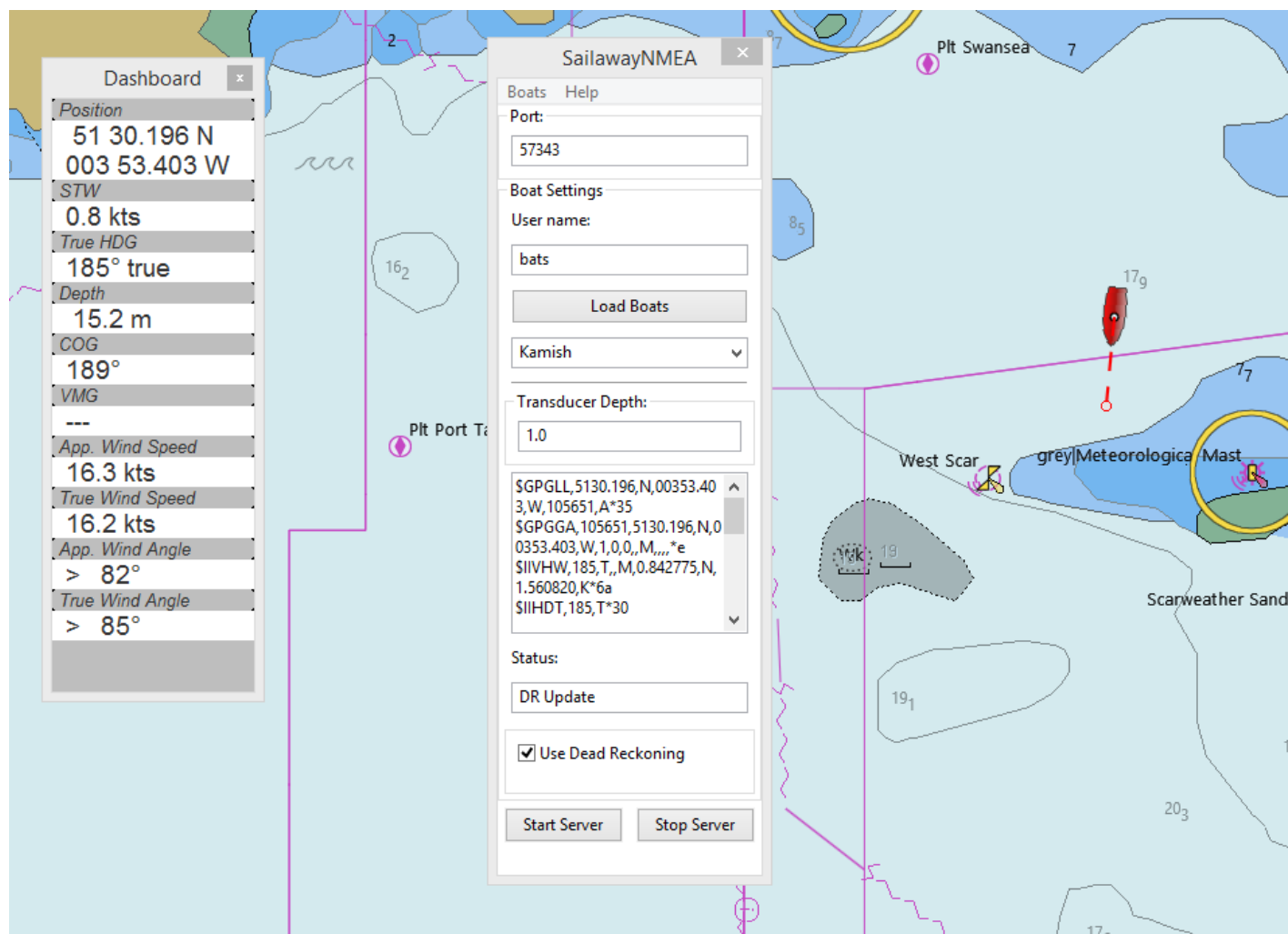
To provide a continuous NMEA feed DR positions are calculated. You can disable this but performance will be impacted.

Press the 'Start Server' button to start the feed of sailing data.



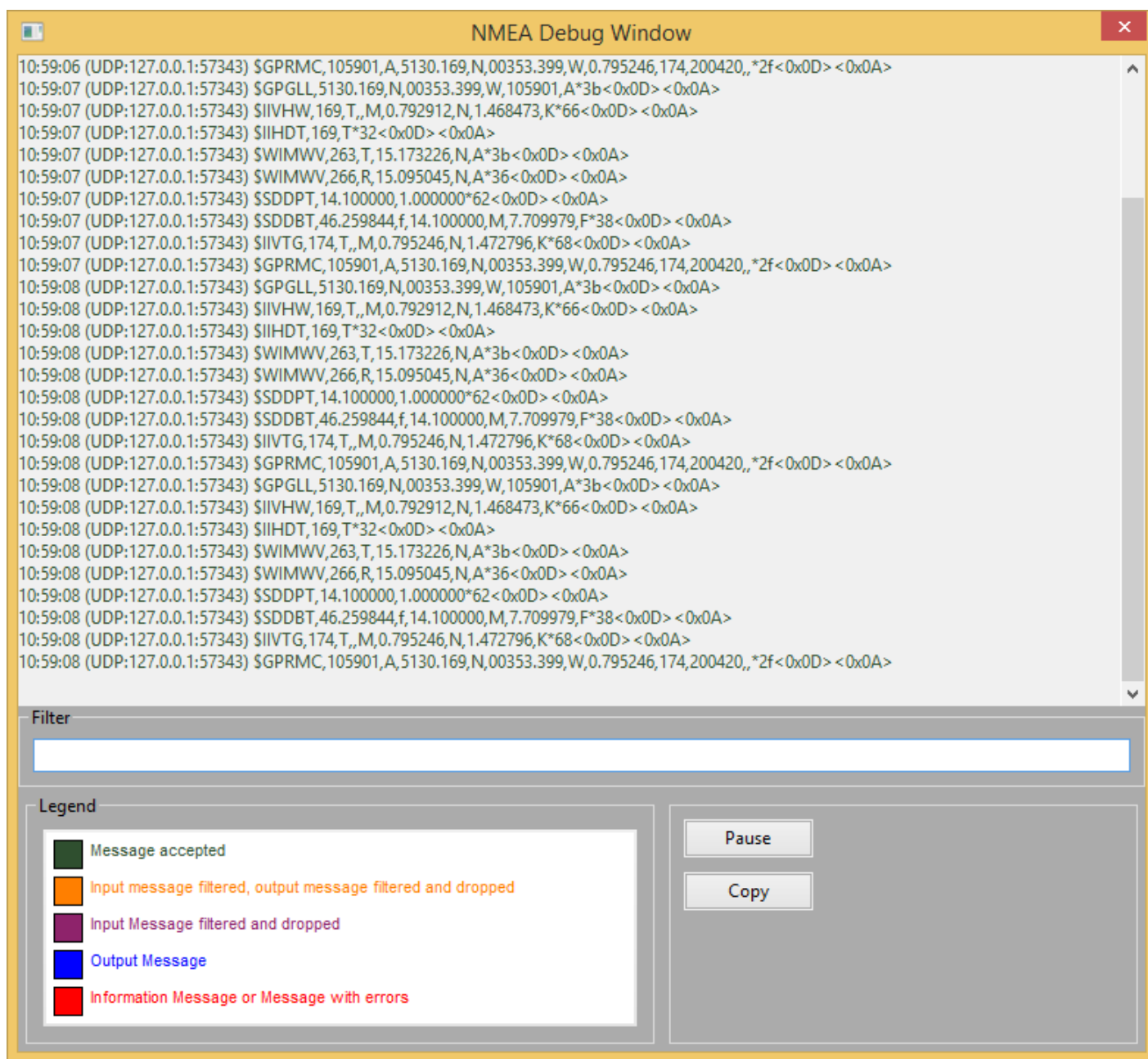
If you have Sailaway running and you alter course you will see this on the chart display.



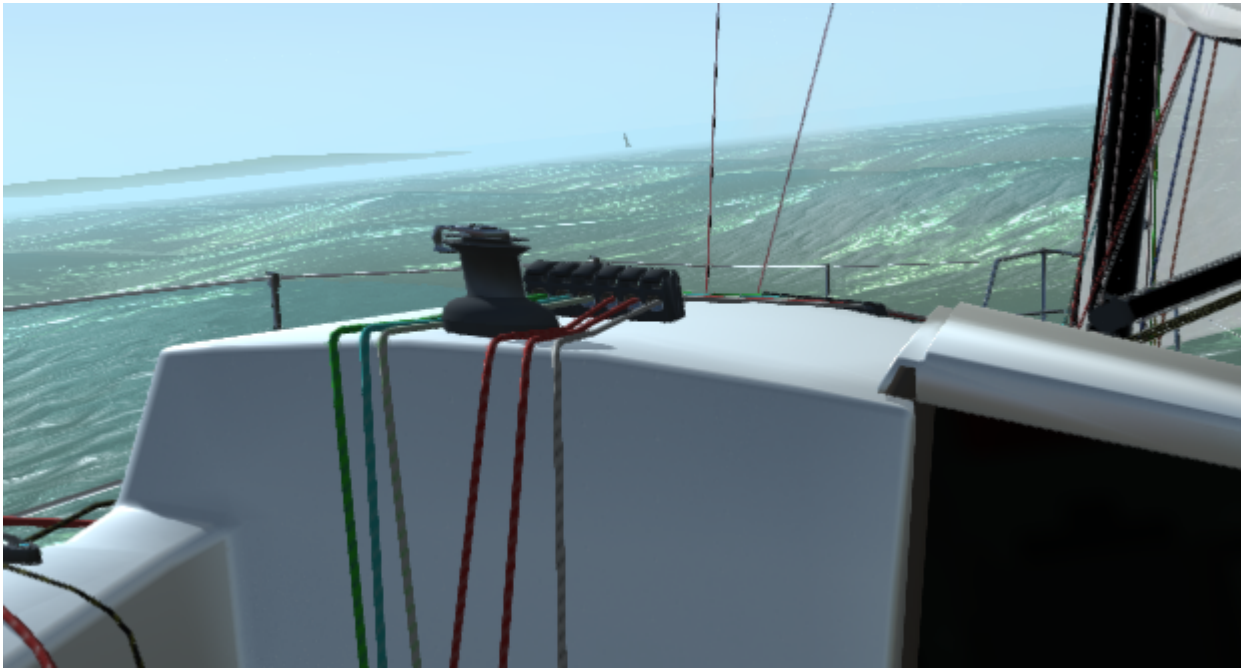


Just remember the 10 minute refresh rate.

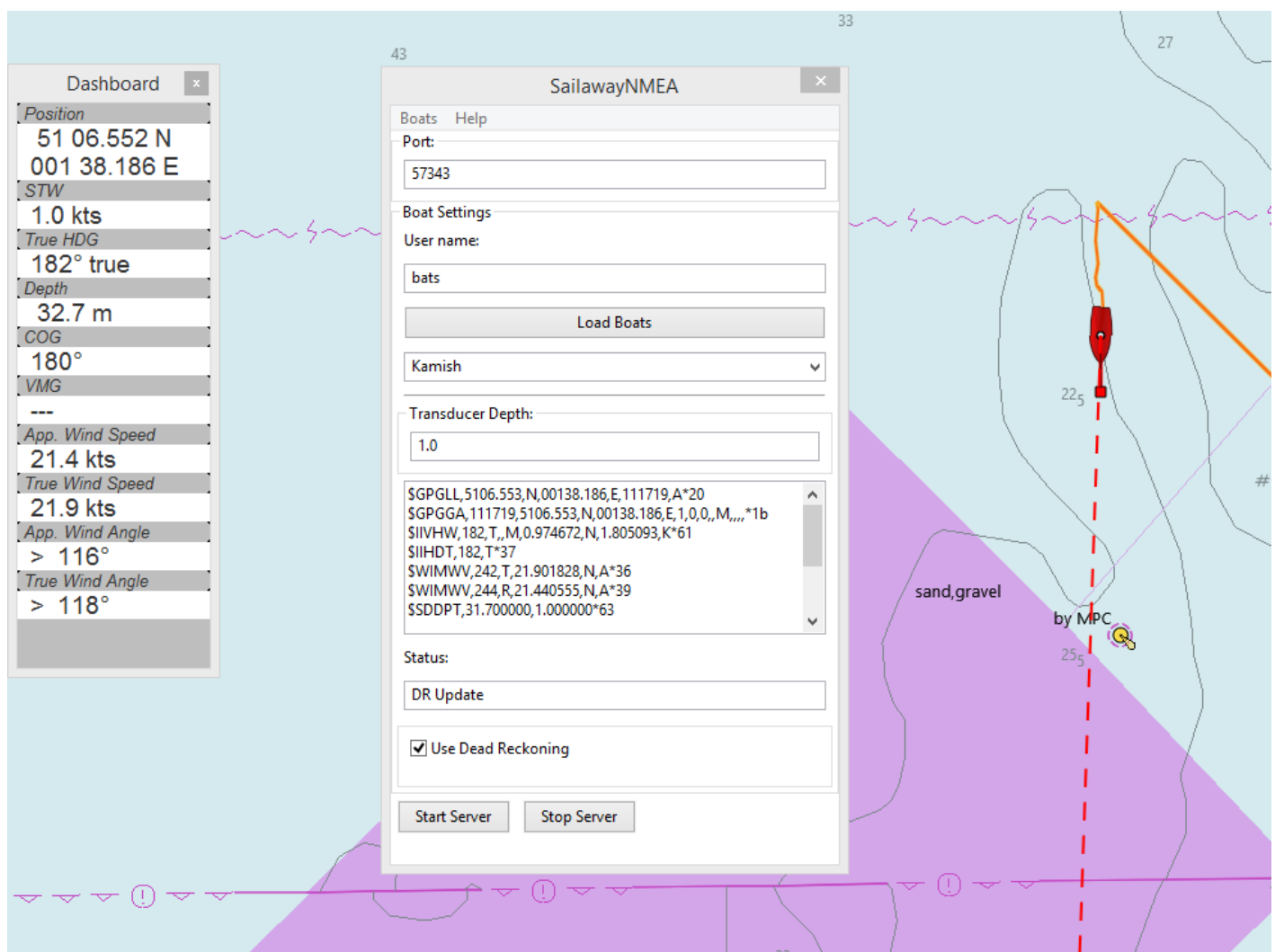
The NMEA sentences produced from the sailing data.



I positioned myself in Sailaway so that I could see another player in the distance.



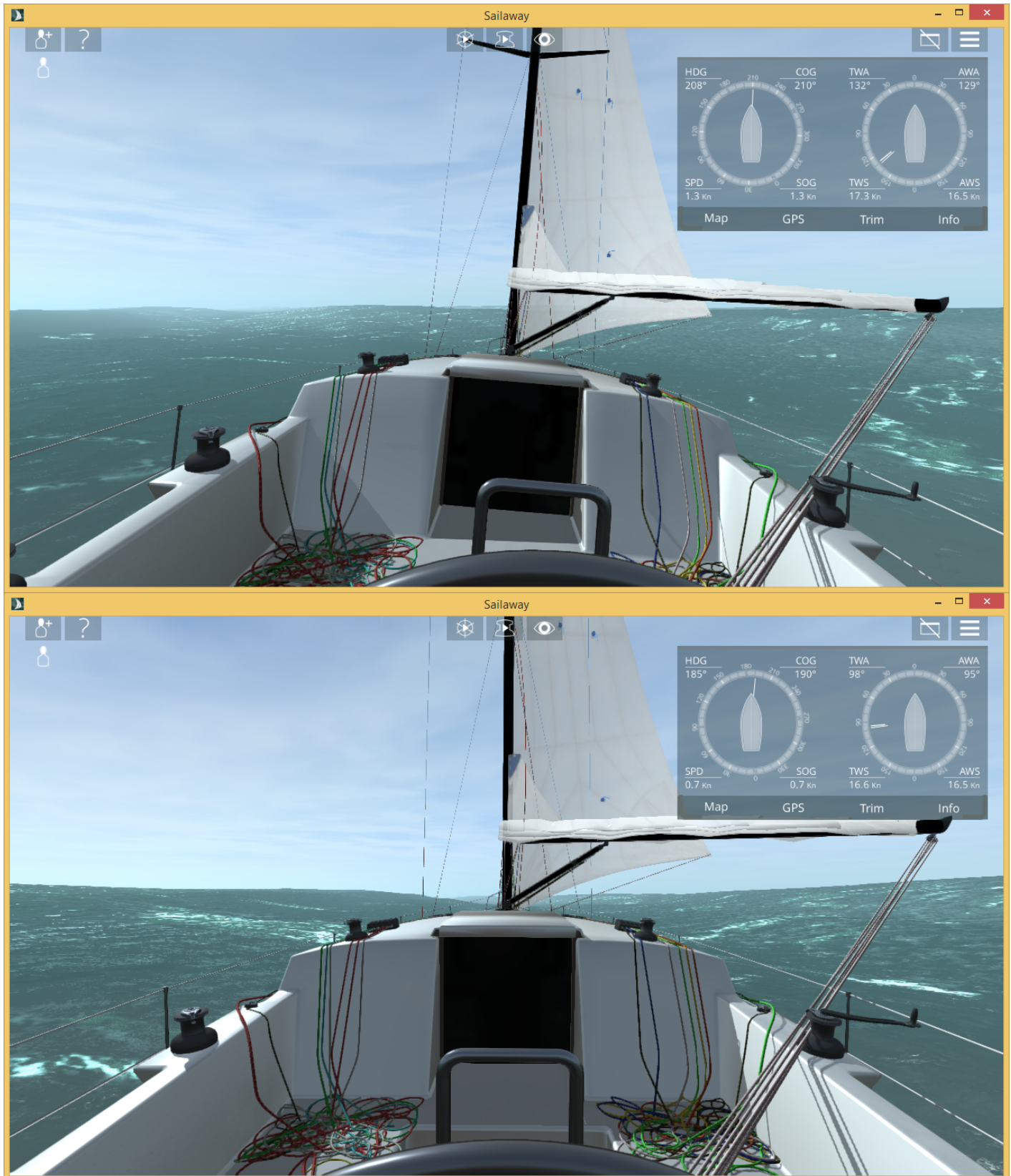
Depths across the virtual world have been added to the server. Transducer depth can be set. (This is not a good example)



To compare with the data displayed in the Sailaway game.



A course alteration.



TODO:

1. Save user name in config.
2. Extract the route from the JSON feed and display on the chart.

From:
<https://opencpn.org/wiki/dokuwiki/> - **OpenCPN Manuals**

Permanent link:
https://opencpn.org/wiki/dokuwiki/doku.php?id=opencpn:developer_manual:plugins:beta_plugins:sailawaynmea

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